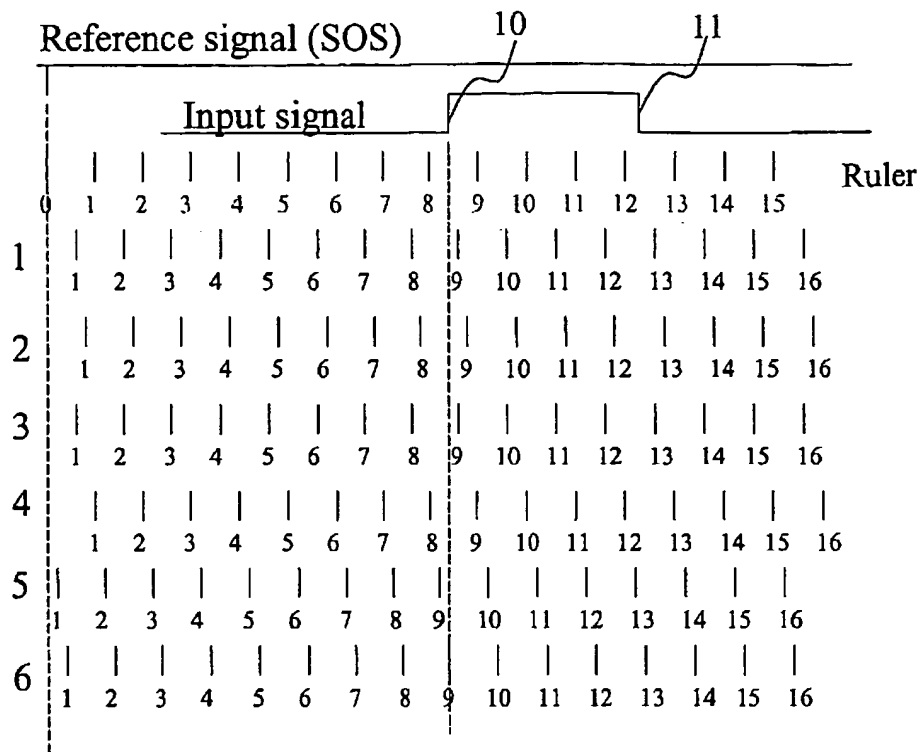
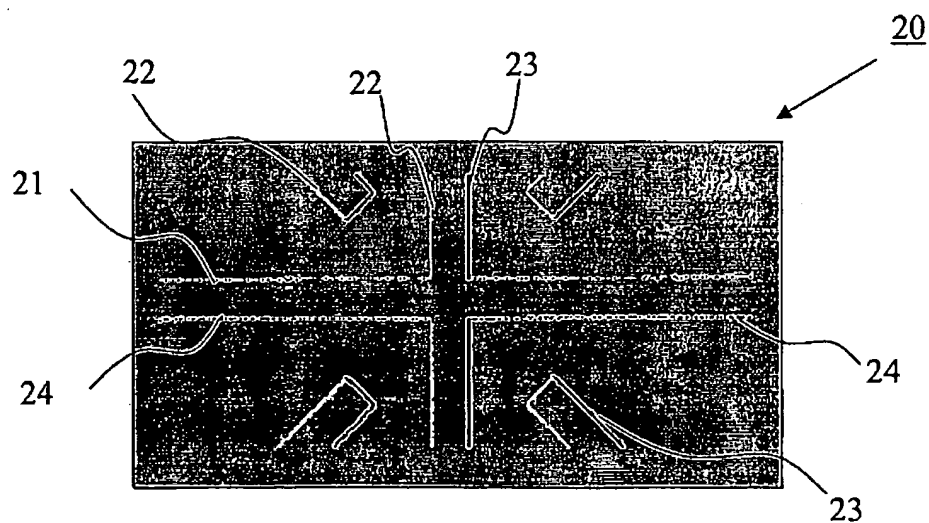


1/6

**Fig. 1****Fig. 2**

BEST AVAILABLE COPY

2/6

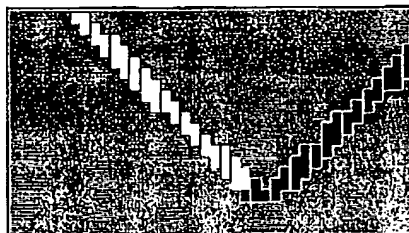


Fig. 3

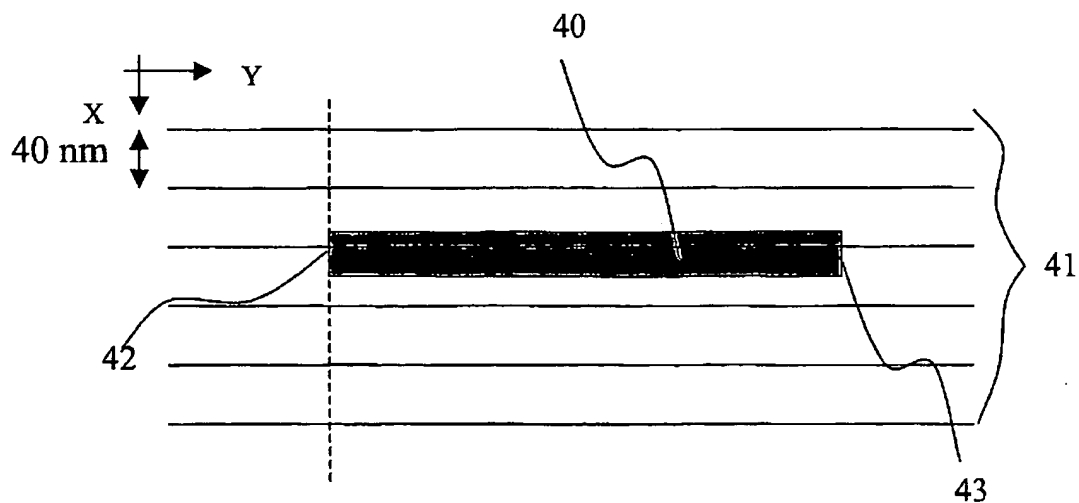


Fig. 4

3/6

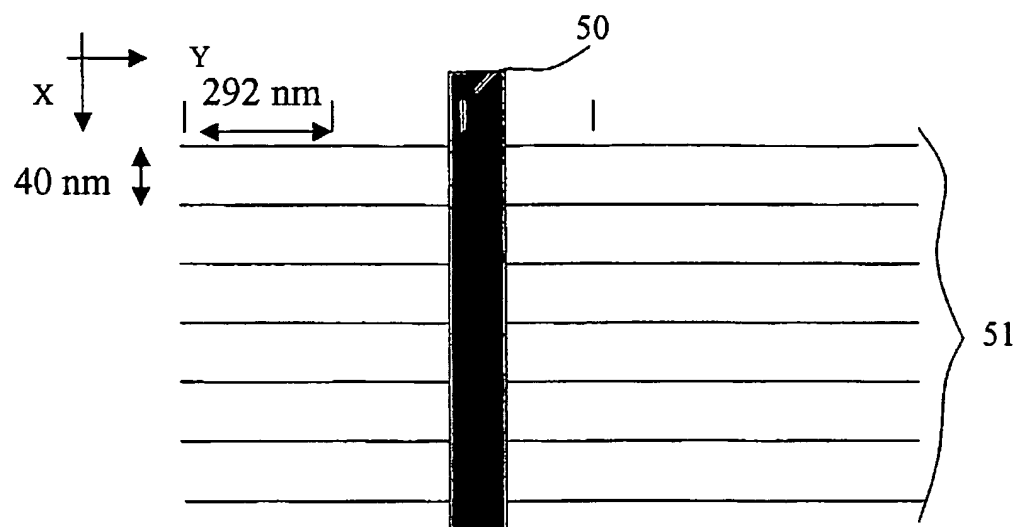


Fig. 5

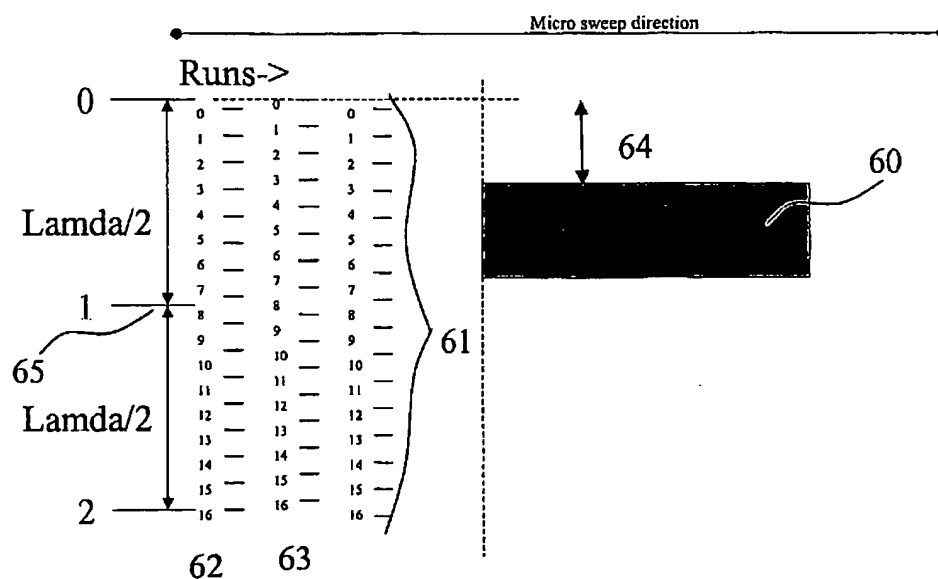


Fig. 6

BEST AVAILABLE COPY

4/6

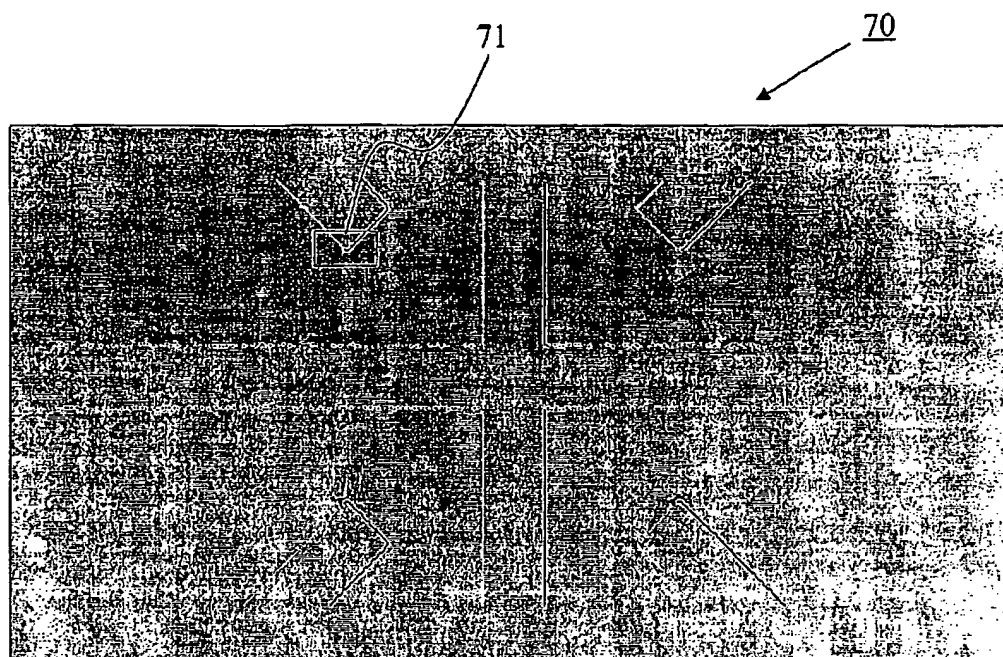


Fig. 7

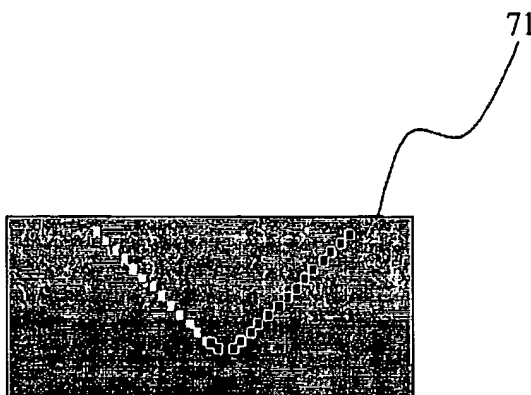


Fig. 8

BEST AVAILABLE COPY

5/6

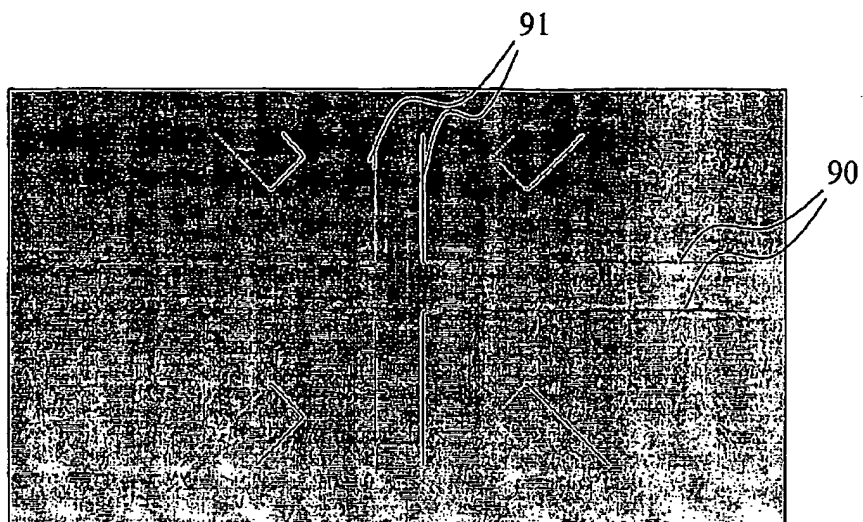


Fig. 9

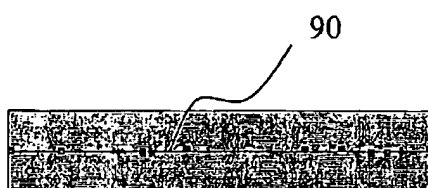


Fig. 10a

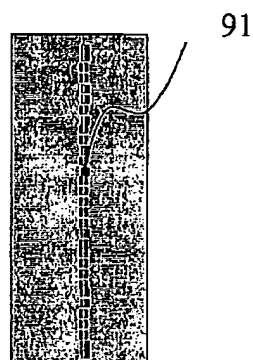


Fig. 10b

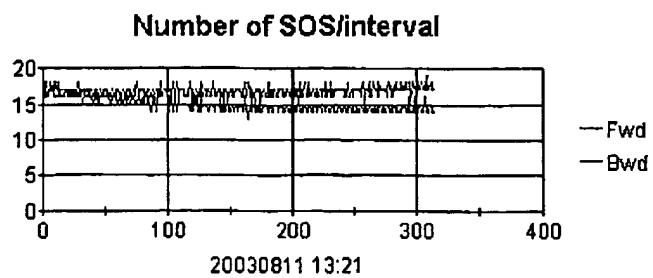
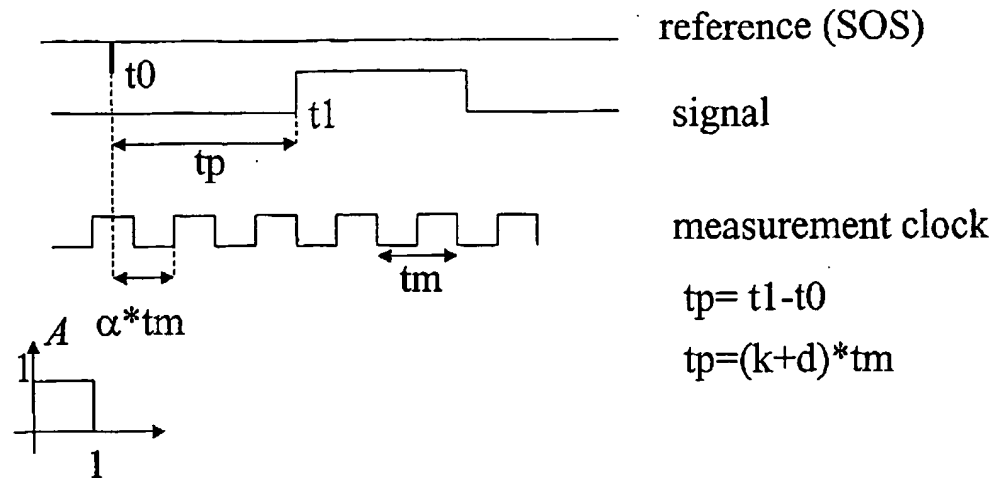
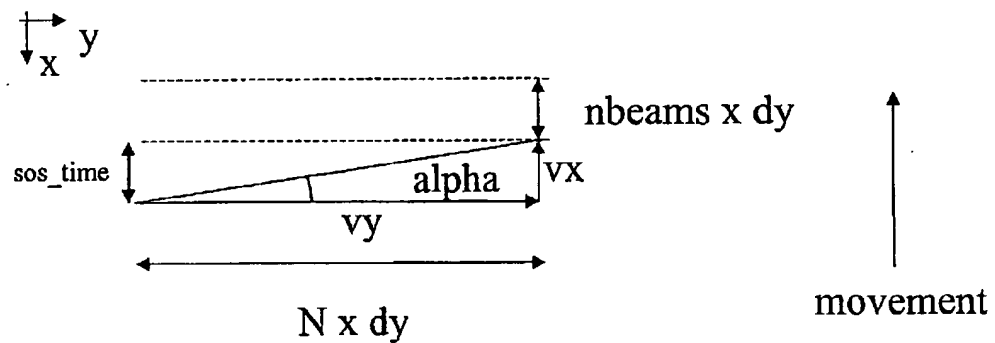


Fig. 11

BEST AVAILABLE COPY

6/6

**Fig. 12**

$$v_x = nbeams * dy / sos_time \text{ [um/usec]}$$

$$v_y = dy / pixel_clock_time \text{ [um/usec]}$$

$$sos_time = N * pixel_clock_time \text{ [usec]}$$

Fig. 13

BEST AVAILABLE COPY